

# Microlite20 Revised

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## Intro

Microlite20 Revised is an update of the original rules lite rpg. Classic d20 gaming has been distilled down to a simple fast game.

## Where Next?

Join our [Epic Mailing List](#) to receive updates as this document changes. Subscribers will also get Setting-Specific M20 bundles—a group of rules tailored to specific settings, just for you.

Additionally, the [Microlite20.net](http://Microlite20.net) site has articles and a community forum to help kick start your gaming.

## How to help!

The easiest ways to help support M20 is sharing and playing the game and participating in the community. We're making an effort to improve Microlite20 over time and community interaction is key to that.

Aside from community interaction you can help support M20 as a patron at [Microlite20.net/patron](http://Microlite20.net/patron) and get some sweet perks!

## Character Creation

Each player will create a character whose persona they will assume through the game. The very first thing you will want to do is discuss with the Game Master (GM) the optional rules (if any) that your group will be using.

While the focus of the game concept stage of things was to clarify the general environment and situation that the game would be starting in, this stage of things will define the characters relation to that. This will be an opportunity for the GM to weave elements of the players background into the setting and plot.

While it is ok that not every detail about a character has to be known by every player, it is good to discuss the basics of characters together. By doing this you'll be able to make sure that a more cohesive party.

Character Creation is composed of four parts: Race, Class, Attributes, and Skills.

### Attributes

Attributes represent the overall physical and mental qualities of an individual. They define the raw potential an individual has regardless of actual skill.

There are 3 Attributes:

- Strength (STR)
- Dexterity (DEX)
- Mind (MIND)

To assign Attributes roll 4d6 (four six-sided dice) and drop the lowest die. Total the remaining three dice and allocate to one of the Attributes; repeat for the remaining attributes.

*Ex.*

1. *Roll 4d6.*
2. *Results 3, 2, 4, 6.*
3. *Drop the lowest value (2).*
4. *Add the remaining values  $3 + 4 + 6 = 13$ .*
5. *Assign this value to one of your Attributes (e.g., STR)*
6. *Repeat for the remaining Attributes (DEX, MIND)*

### Attribute Bonuses

Each attribute has a bonus associated that will be used to resolve actions in game. To determine each attributes bonus, do the following:

Attribute bonus = (Attribute -10)/2, round down.

When performing calculations always round down.

## Sub-Attributes

Certain Attributes a character has are represented as derivatives of various qualities they possess. The calculations to determine these are listed below.

- Hit Points (HP) = STR Attribute + 6
- Armor Class (AC) = DEX bonus + 10 + Modifiers from equipment or abilities.
- Melee attack bonus = STR bonus + Level
- Ranged attack bonus = DEX bonus + Level
- Magic attack bonus = MIND bonus + Level

## Skills

While Attributes represent the natural aptitude of characters, Skills represent the training and knowledge you have gathered over time. Standard microlite20 uses 4 Skills to resolve actions.

- Physical
- Subterfuge
- Knowledge
- Communication

Skill rank = your Level + any bonus due to your class or race.

## Races

Choosing a race provides some variety and flavor to characters' backgrounds, as well as mechanically defining it. Brief descriptions of races are given to spark ideas, but should not be taken as the required depiction.

### Humans

Humans in fantasy settings tend to be populous; shortest lived (compared to the other races), unpredictable, and suspicious of other races.

- +1 to all skill rolls

### Elves

Elves tend to be described as tall and slender with pointy ears; Elves have a strong affinity with Nature's fauna and flora. They are often depicted as long lived; sometimes thousands of years or even immortal.

Despite their long age they are usually presented as having very low birth rates, and typically in some sort of decline from a former glory.

- +2 MIND

## **Dwarves**

The Dwarven are expert artisans in a variety of fields. Dwarves are frequently mistaken as short, stocky Humans. They are renowned for their elaborate and large beards (including their females). Typically depicted as having mountain and/or underground civilizations near the resources need for their crafts.

- +2 STR

## **Halflings**

A short human like race, with no particularly distinguishing physical features: some fiction depicts them as having unusually hairy feet. Culturally they are commonly shown as either a close-knit farming culture or traveling gypsy folk.

- +2 DEX

## **Classes**

Classes (like races) further define characters from each other. Your class will help guide some of the role that you fulfill in the group. Each player will choose one class that they start at level 1 in: unless otherwise decided by the group.

## **Fighters**

The classic strong man of groups. Often these main line combatants will take on leadership roles within a party, acting to protect the more vulnerable members of their party.

- Wear any kind of armor and use shields.
- They have a +3 bonus to Physical
- Add +1 to all attack and damage rolls.
- This increases by +1 at 5th level and every five levels on

## **Rogues**

Rogues while commonly thought of as brigands and cut purses, they are often the operators of groups as they commonly have the personal connections; often these connections are the result of payback for favors previously performed by the Rogue. Rogues tend to have technical skills that other characters may lack.

- Can use light armor.
- They have a +3 bonus to Subterfuge.
- If they successfully Sneak (usually Sub + DEX, but depends on situation) up on a foe they can add their Subterfuge rank to the damage of their first attack

## **Magi**

You are a practitioner of magic. Typically, this involves study of the arcane arts, but in some settings you may merely be naturally gifted.

- Wear no armor.
- They have +3 bonus to Knowledge

- They can cast Magi Spells.

## Clerics

Clerics wield power on behalf of some divine or spiritual force. Though the tenants of their faith may vary between traditions, it is common that adherence to a faith/spirituality is required to maintain power.

- Can wear light or medium armor.
- They have +3 bonus to Communication.
- They cast Divine Spells.
- Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

## Actions

When taking an action, the GM (Game Master) will determine a Difficulty Class (DC) based on how hard the task seems to be. If the player's skill roll is greater than that difficulty they succeed at the action. If an action seems trivial, or the stakes are not very high (or interesting) for the action it is sometimes better to just not roll.

Skill roll = d20 + Skill rank + Attribute bonus that is most + misc. modifiers

Difficulty (DC)	Example (Skill Used)
Average (10)	Hear an approaching guard
Tough (15)	Rig a wagon wheel to fall off
Challenging (20)	Swim in stormy water
Formidable (25)	Open an average lock
Heroic (30)	Leap across a 30-foot chasm
Nearly impossible (40)	Track a squad of orcs across hard ground after 24 hours of rainfall

Ex.

- *Climbing would use Physical + STR bonus.*
- *Dodging a falling rock is Physical + DEX bonus.*
- *Finding a trap is Subterfuge + MIND bonus.*
- *Disabling a trap is Subterfuge + DEX bonus.*

## Hazards

Hazards typically represent some form of danger that an environment presents to the Player Characters (PCs). This could be a manufactured trap, or even natural environments. Generally, hazards should involve some kind of skill test for the characters to ignore (or mitigate to some degree) the effects of the hazard. The effects of a hazard can range from general effects (reduced speed, visibility etc.) or even potentially damaging.

## Saving Throw

When characters come in danger that they must avoid (whether physical, mental or social) they may make a saving throw.

D20 + Attribute Bonus + 1/2 Level

## Combat

Not every situation can be resolved peacefully. When physical conflict is necessary, it's time for combat. Combat has a specific set of steps that are narrated, in order, until the conflict is resolved. At the beginning of a combat players will determine initiative order and act per

- Initiative: roll d20+DEX bonus.
  - If this results in a tie, the player with the highest base DEX breaks the tie.
- Players can do 1 thing on their turn
  - Move: a human can move about 30 ft. slowly in a round, or about 60 ft. at a running pace
  - Attack: described below
  - Cast Spell: described in the Magic section.
  - Perform a non-combat task
- When the last person acts if combat is continuing turn order starts again, otherwise normal play resumes.

## Attacking

Characters attack similar to how they take actions:

- Choose appropriate attack bonus + 1d20 + misc. bonuses or negatives
  - Natural 20 is automatically a critical hit doing maximum damage
- If the total bonus is greater than the AC of the target your attack succeeds
  - Occasionally being touched by the source of the attack alone may be the goal. When this is the case the rules will refer to a Touch Attack, which ignores armor bonuses to AC

If the base attack bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10.

*Ex. if the total bonus is +12, three attacks can be made at +12/+7/+2.*

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon.

Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. In addition, they receive 1 additional attack that turn.

## Damage

If an attack succeeds a character takes damage.

Determine Damage

- Melee damage = STR + weapon damage
  - STR x 2 for two handed weapons
- Ranged damage = weapon damage
  - Thrown weapons add users STR
- Subtract the damage from the victims HP
  - If HP reach 0, unconscious and near death
  - Further damage directly reduces STR. If that reaches 0, death

It is important to remember that HP is an abstract narrative representation of a characters overall health. In cinematic terms imagine the gradual reduction of HP to represent the characters luck and stamina. Once real STR damage starts to be dealt this is probably the point where real damage will be described.

Keep this in mind when describing injury as it is unlikely that the failed save against a boulder trap or being stabbed with a sword half a dozen times would not phase a character. Instead describe how the character is tiring through the flurry of blows they are fighting off, or how or how they were not overtaken by a rockslide but knocked aside as they couldn't leap full out of the way.

## Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all spells on their respective class lists.

Bending the fabric of reality is dangerous business, and thus costs HPs each time a spell is cast. The cost is: 1 + double the level of the spell being cast

Spell Level	HP Cost
0	1
1	3
2	5
3	7
4	9
5	11
6	13
7	15
8	17
9	19

This loss cannot be healed normally but is recovered after 8 hours rest. It is recommended that you remove the damage from the characters HP as normal, but also track the amount specifically spent on magic: this lets you know the maximum you can be healed.

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

If a spell has no listed casting check required, it is assumed to automatically succeed. Additionally, some spells allow the target the chance to negate some or all the spells effect.

The Difficulty Class (DC) for all spells is 10 + Caster Level + Caster's MIND bonus.

## Character Advancement

Characters gain experience points (XP) to represent their continued progress to develop their skills and abilities. Experience is rewarded when characters overcome a variety of situations.

- Combat: XP is granted per hit dice of the NPC defeated: defeat does not necessarily mean that the NPC need be actually killed.
  - For each doubling of an NPC add 1 to the total XP granted. For example: 1 Kobold gives 1 XP, and 2 Kobolds would give 2 XP, but 4 Kobolds would only give 3 XP.
- Obstacles/Story Arcs: when characters cleverly resolve a situation or resolve an arc they can be awarded usually 1-5 points.

When your total XP equals  $10 * \text{your next level}$ , increase your level and reset your XP.

Each time a character levels they gain bonuses to their existing characteristics. 1d6 to Hit Points

- 1 to all attack rolls
- 1 to all skills
- If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND
- Any other class related benefits

## Equipment

### Starting Wealth

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins there are also platinum pieces (pp), which are each worth 10 gp.

Exchange	cp	sp	gp	pp
Copper piece	1	1/10	1/100	1/1,000
Silver piece	10	1	1/10	1/100
Gold piece	100	10	1	1/10
Platinum piece	1,000	100	10	1

You begin with a certain amount of acquired wealth, determined by your character class.

Class	Amount
Fighter	150 gp
Rogue	125 gp
Mage	75 gp
Cleric	120 gp

The character uses this accumulated wealth to purchase his initial weapons, armor, and adventuring equipment, using the price lists on the tables below.

### Weapons

Here is the format for weapon entries (given as column headings on the table below).

- **Cost:** this value is the price for purchasing the weapon. The cost includes miscellaneous gear that goes with the weapon.
- **Damage:** gives the damage dealt by the weapon on a successful hit.
- **Range increment:** Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative –2 penalty on the attack roll. A thrown

weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

### Two-Handed Weapons

Weapon	Cost (gp)	Damage	Range (ft.)
Chain, spiked	25	2d4	–
Falchion	75	1d6	–
Flail, heavy	15	1d8	–
Glaive	8	1d8	–
Great axe	20	1d10	–
Great club	5	1d8	–
Great sword	50	2d6	–
Guisarme	9	2d4	–
Halberd	10	1d10	–
Lance	10	1d8	–
Long spear	5	1d8	–
Quarterstaff	-	1d6	–
Scythe	18	2d4	–
Spear	2	1d8	20

## Light Weapons

Weapon	Cost (gp)	Damage	Range (ft.)
Unarmed	-	1d3	—
Axe, throwing	8	1d6	10
Dagger	2	1d4	10
Hammer, light	1	1d6	20
Hand axe	6	1d4	—
Mace, light	5	1d6	—
Pick, light	4	1d4	—
Sap	1	1d6	—
Sickle	6	1d6	—
Sword, short	10	1d6	—

## One-Handed Weapons

Weapon	Cost (gp)	Damage	Range (ft.)
Battleaxe	10	1d8	—
Club	-	1d6	10
Flail	8	1d8	—
Long sword	15	1d8	—
Mace, heavy	12	1d8	—

## Armor

Here is the format for armor entries (given as column headings on the table below).

- Cost: This value is the price for purchasing the armor.
- AC Bonus: The column gives the Armor Class bonus provided by the armor.

### Light Armor

Armor	Cost (gp)	AC Bonus
Padded	2	+1
Leather	10	+2
Studded Leather	25	+3
Chain Shirt	100	+4

### Medium Armor

Armor	Cost (gp)	AC Bonus
Hide	15	+3
Scale Mail	50	+4
Chainmail	150	+5
Breastplate	200	+5

### Heavy Armor

Armor	Cost (gp)	AC Bonus
Splint Mail	200	+6
Banded Mail	250	+6
Half-plate	600	+7
Full Plate	1,500	+8

## Shields

Shields	Cost (gp)	AC Bonus
Buckler	15	+1
Shield, Light Wooden	3	+1
Shield, Light Steel	9	+1
Shield, Heavy Wooden	7	+2
Shield, Heavy Steel	20	+2
Tower	30	+4

## Adventuring Gear

Back in the day, there were standard equipment packages, pre-compiled and pre-calculated, to help new players get started quickly. This document is inspired by those lists and provides a way for players to quickly equip his or her PC or a GM to equip an NPC or Hireling on the fly. Additionally, these optional kits can be used to give a starting point from which to customize new characters.

50 Gold Pieces each.

Choose a pack or roll 1d6 to select one randomly.

Pack A (1–2)	Pack B (4–5)	Pack C (5–6)
<ul style="list-style-type: none"> <li>• Backpack</li> <li>• Bedroll</li> <li>• Belt Pouch</li> <li>• 2 sets of Caltrops</li> <li>• Flint and Steel</li> <li>• Lantern (hooded)</li> <li>• 10 Oil Flasks</li> <li>• Trail Rations (1 week)</li> <li>• Shovel</li> <li>• Signal Whistle</li> <li>• Waterskin</li> </ul>	<ul style="list-style-type: none"> <li>• Backpack</li> <li>• Bedroll</li> <li>• Belt Pouch</li> <li>• 10 pieces of Chalk</li> <li>• Crowbar</li> <li>• Flint and Steel</li> <li>• Small Steel Mirror</li> <li>• 4 Oil Flasks</li> <li>• 10' Pole</li> <li>• Trail Rations (1 week)</li> <li>• 10 Torches</li> <li>• Waterskin</li> </ul>	<ul style="list-style-type: none"> <li>• Backpack</li> <li>• Bedroll</li> <li>• Belt Pouch</li> <li>• Flint and Steel</li> <li>• Grappling Hook</li> <li>• 5 Oil Flasks</li> <li>• 10' Pole</li> <li>• Trail Rations (1 week)</li> <li>• 50' Rope</li> <li>• Tent</li> <li>• 10 Torches</li> <li>• Waterskin</li> </ul>

Finally, add the following, based on your Class:

- Cleric: Silver Holy Symbol, 5 Gold Pieces.
- Fighter: Vial of Holy Water, 5 Gold Pieces.
- Mage: Spellbook, 2 Spell Pouches, 5 Gold Pieces.
- Rogue: Thieves' Tools.

### Adventuring Tools

Tool	Cost
Acid (flask)	10 gp
Antitoxen (vial)	50 gp
Artisan's Tools	5 gp
Backpack (empty)	2 gp
Barrel (empty)	2 gp
Basket (empty)	4 sp
Bedroll	1 sp
Bell	1 gp
Blanket, Winter	5 sp
Block and Tackle	5 gp
Bucket (empty)	5 sp
Caltrops	1 gp
Candle	1 cp
Canvas (sq. yd.)	1 sp

Tool	Cost
Case, map or scroll	1 gp
Chain (10 ft.)	30 gp
Chalk, 1 piece	1 cp
Chest (empty)	2 gp
Craftsman's Tools	5 gp
Crowbar	2 gp
Disguise Kit	50 gp
Firewood (per day)	1 cp
Fish Hook	1 sp
Fishing Net (25 sq. ft.)	4 gp
Flask (empty)	3 cp
Flint and Steel	1 gp
Glass Bottle, wine	2 gp
Grappling Hook	1 gp
Hammer	5 sp
Healer's Kit	50 gp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp

Tool	Cost
Holy Water (flask)	25 gp
Hourglass	25 gp
Ink (1 oz. vial)	8 gp
Inkpen	1 sp
Jug, clay	3 cp
Ladder (10 ft.)	5 cp
Lamp, common	1 sp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock, simply	20 gp
Lock, average	40 gp
Lock, good	80 gp
Magnifying Glass	100 gp
Manacles	50 gp
Mirror, small steel	10 gp
Mug/Tankard, clay	2 cp
Musical Instrument	5 gp
Oil, flask (1 pint)	1 sp

Tool	Cost
Paper (sheet)	5 sp
Parchment (sheet)	2 sp
Picker, miner's	3 gp
Pitcher, clay	2 cp
Piton	1 sp
Pole (10 ft.)	2 sp
Pot, iron	5 sp
Pouch, belt (empty)	1 gp
Ram, portable	10 gp
Rations, trail (per day)	5 sp
Rope, hempen (50 ft.)	1 gp
Rope, silk (50 ft.)	10 gp
Sack, empty	1 sp
Sealing Wax	1 gp
Sewing Needle	5 sp
Shovel or Spade	2 gp
Signal Whistle	8 sp
Signet Ring	5 gp

Tool	Cost
Sledge	1 gp
Soap (per lb.)	5 sp
Spell Component Pouch	5 gp
Spellbook, Wizard's (blank)	15 gp
Spyglass	1,000 gp
Tent	10 gp
Thieves' Tools	30 gp
Torch	1 cp
Vial, ink or potion	1 gp
Waterskin	1 gp
Whetstone	2 cp

### Clothing

Outfit	Cost
Artisan's Outfit	1 gp
Cleric's Vestments	5 gp
Cold Weather Outfit	8 gp
Courtier's Outfit	30 gp
Entertainer's Outfit	3 gp

Explorer's Outfit	10 gp
Monk's Outfit	5 gp
Noble's Outfit	75 gp
Peasant's Outfit	1 sp
Royal Outfit	200 gp
Scholar's Outfit	5 gp
Traveler's Outfit	1 gp

#### Mounts & Related Gear

Mount/Gear	Cost
Barding, medium creature	armor price x2
Barding, large creature	armor price x4
Bit and Bridle	2 gp
Dog, guard	25 gp
Dog, war	75 gp
Donkey or Mule	8 gp
Feed (per day)	5 cp
Horse, heavy	200 gp
Horse, light	75 gp
Pony	30 gp

Mount/Gear	Cost
Saddle, military	20 gp
Saddle, pack	5 gp
Saddle, riding	10 gp
Saddlebags	4 gp
Stabling (per day)	5 sp
Warhorse, heavy	400 gp
Warhorse, light	150 gp
Warpony	100 gp

## Class Spell Lists

### Cleric Spells

#### 0 – Level Spells: Orisons

##### **Create Water**

Range: 25 ft. + 5 ft./2 levels

Effects: creates 2 gallons/level of pure water. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds

##### **Guidance**

Range: touch

Effects: +1 on one attack roll, saving throw, or skill check.

Duration: lasts for 1 min. or until discharged.

##### **Light**

Range: touch

Effect: object shines like a torch (about 20 ft. of full light and 20 extra dim ft. of light)

Duration: 10 min./level

##### **Purify Food and Drink**

Range: 10ft.

Effects: purifies 1 cu. ft./level of food or water.

##### **Resistance**

Range: touch

Effects: subject gains +1 on saving throws.

Duration: 1 minute.

##### **Virtue**

Range: touch

Effects: subject gains 1 temporary hp.

Duration: 1 minute.

#### 1<sup>st</sup> – Level Spells

##### **Bless**

Range: 50 ft.

Effects: allies gain +1 on attack rolls and communication + MIND checks against fear

Duration: 1 min./level.

### **Bless Water**

Range: touch

Effects: makes holy water.

### **Cure Light Wounds**

Range: touch

Cures 1d8 damage +1/ level (max +5).

### **Divine Favor**

Range: personal

Effect: you gain +1 per three levels (max +3) on attack and damage rolls.

Duration: 1 minute.

### **Magic Stone**

Range: touch

Effects: three stones gain +1 on attack, deal 1d6 +1 damage.

Duration: lasts for 30 minutes or until discharged.

### **Shield of Faith**

Range: touch

Effects: aura grants +2 or higher AC bonus.

Duration: 1 min./level.

## [2<sup>nd</sup> – Level Spells](#)

### **Aid**

Range: touch

Effects: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Duration: 1 min./level.

### **Cure Moderate Wounds**

Range: touch

Effects: cures 2d8 damage +1/level (max +10).

### **Delay Poison**

Range: touch

Effects: stops poison from harming subject.

Duration: 1 hour/level

### **Gentle Repose**

Range: touch

Effects: preserves one corpse.

Duration: 1 day/level

### **Remove Paralysis**

Range: 25 ft. + 5 ft./2 levels

Effects: frees up to 4 targets from paralysis or slow effect.

### **Restoration, Lesser**

Range: touch

Effects: dispels magical ability penalty or repairs 1d4 ability damage.

## **3<sup>rd</sup> – Level Spells**

### **Create Food and Water**

Range: 25 ft. + 5 ft./2 levels

Effects: feeds three humans (or one horse)/ level. The food is fairly bland and generally unappealing.

Duration: food only remains good for 24 hours before perishing.

### **Cure Serious Wounds**

Range: touch

Effects: Cures 3d8 damage +1/level (max +15).

### **Prayer**

Range: 40 ft. radius centered on casting

Effects: allies get a +1 bonus on most rolls, enemies take a –1 penalty

Duration: 1 round/level.

### **Remove Disease**

Range: touch

Effects: cures all diseases affecting subject.

### **Searing Light**

Range: 100 ft. + 10 ft./level

Effects: Ray deals 1d8/two levels damage, or 1d8/level against undead.

### **Speak with Dead**

Range: 10 ft.

Effects: corpse answers one question/two levels.

Duration: lasts for 1 min./level.

## **4<sup>th</sup> – Level Spells**

### **Cure Critical Wounds**

Range: touch

Effects: Cures 4d8 damage +1/level (max +20).

### **Discern Lies**

Range: 25 ft. + 5 ft./2 levels

Effects: reveals deliberate falsehoods of 1 target/ 2 levels

Duration: concentration, up to 1 round/level

Saving Throw: MIND + level negates

### **Freedom of Movement**

Range: personal or touch

Effects: subject moves normally despite impediments

Duration: 10 min./level

### **Neutralize Poison**

Range: touch

Effects: immunizes subject against poison

Duration: 10 min./level

### **Restoration**

Range: touch

Effects: dispels magical ability penalty or repairs 1d4 permanent ability damage, and 1 negative level. Any temporary ability damage is completely restored.

## **Tongues**

Range: touch

Effects: speak any language

Duration: 10 min./level

## 5<sup>th</sup> – Level Spells

### **Atonement**

Range: touch

Effects: removes burden of misdeeds from subject.

### **Commune**

Range: Personal

Effects: ask yes/no question of other planar entity, 1 question/caster level. Chance of correct answer 5%/caster level, maximum 95%.

Duration: concentration trance

### **Cure Light Wounds, Mass**

Range: 25 ft. + 5 ft./2 levels, 1 target per 2 levels

Effects: cures 1d8 damage +1/ level

### **Flame Strike**

Range: 100 ft. + 10 ft./level, 10-ft. radius, 40 ft. high

Effects: Smite foes with divine re (1d6/level damage).

Saving Throw: can attempt to dodge for half damage

### **Raise Dead**

Range: touch

Effects: restores life to subject who died as long as one day/level ago.

### **True Seeing**

Range: touch

Effects: lets you see all things as they really are

Duration: 1 min./level

## 6<sup>th</sup> – Level Spells

### **Banishment**

Range: 25 ft. + 5 ft./2 levels

Effects: banishes 2 HD/level of extra planar creatures.

Saving Throw: MIND negates

### **Cure Moderate Wounds, Mass**

Range: 25 ft. + 5 ft./2 levels, 1 target per 2 levels

### **Harm**

Range: touch

Effects: deals 10 points/level damage to target.

Saving Throw: MIND + level for half damage

### **Heal**

Range: Touch

Effects: cures 10 points/level of damage, all diseases and mental conditions. Also clears ability damage, and conditions like temporary blindness and poison.

### **Heroes' Feast**

Range: 25 ft. + 5 ft./2 levels

Effects: food for one creature/level cures disease and grants +1 combat bonus

Duration: the food spoils after an hour. All bonuses from the food last 12 hours.

### **Quest**

Range: 25 ft. + 5ft./level

Effects: commands any creature, binding it to a special task.

Duration: 1 day/level or until discharged

## **7<sup>th</sup> – Level Spells**

### **Cure Serious Wounds, Mass**

Range: 25 ft. + 5 ft./2 levels, 1 target per 2 levels

Effects: cures 3d8 damage +1/ level

### **Destruction**

Range: 25 ft. + 5 ft./2 levels

Effects: kills subject and destroys remains.

Saving Throw: STR + level save to take only 10d6 damage

### **Ethereal Jaunt**

Range: personal

Effects: you become ethereal until the end of the spell. Ethereal beings are invisible and can pass through solid objects, but force energy effects still affect them.

Duration: 1 round/level

### **Regenerate**

Range: touch

Effects: subject's severed limbs grow back, cures 4d8 dam- age +1/level

### **Restoration, Greater**

Range: touch

Effects: dispels magical ability penalty or repairs 1d4 permanent ability damage, and all negative levels. Any temporary ability score damage is completely restored.

### **Resurrection**

Range: touch

Effects: fully restores a dead subject from a small portion of the corpse, with 1 negative level.

## **8<sup>th</sup> – Level Spells**

### **Antimagic Field**

Range: 10 ft area around caster

Effects: negates magic within field

Duration: 10 min./ level

### **Cure Critical Wounds, Mass**

Range: 25 ft. + 5 ft./2 levels, 1 target per 2 levels

Effects: Cures 4d8 damage +1/ level

### **Dimensional Lock**

Range: 100 ft. + 10 ft./level in 20ft radius

Effects: teleportation and inter planar travel blocked

Duration: one day/level

### **Discern Location**

Range: unlimited

Effects: reveals exact location of creature or object. To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

### **Fire Storm**

Range: 100 ft. + 10 ft./level, two 10-ft. cubes per level

Effects: deals 1d6/level fire damage.

Saving Throw: those caught in the area can try to dodge for half damage

### **Holy Aura**

Range: one creature/level in a 20-ft.-radius burst centered on you

Effects: +4 to AC, +4 bonus to saves

## **9<sup>th</sup> – Level Spells**

### **Astral Projection**

Range: personal plus 1 touched target/2 levels

Effects: you and willing targets enter a comatose state and project your spirit forms to another plane. If you discharge the spell and your allies are not with you in astral form you abandon them in that state.

Duration: until disenchanting.

### **Etherealness**

Range: personal

Effects: you become ethereal until the end of the spell. Ethereal beings are invisible and can pass through solid objects, but force energy effects still affect them.

Duration: 1 minute/level

### **Gate**

Range: 100 ft. + 10 ft./level

Effect: Connects two planes for travel or summoning

Duration: concentration for up to 1 round/level

### **Heal, Mass**

Range: 25 ft. + 5 ft./2 levels, 30 ft radius

Effects: heals creatures in the area 250 hp

### **Implosion**

Range: 25 ft. + 5 ft./2 levels

Effects: kills one creature/round

Duration: 4 rounds or until concentration ends.

Saving Throw: STR + level negates.

### **Soul Bind**

Range: 25 ft. + 5 ft./2 levels

Effects: traps newly dead soul to prevent resurrection.

## **Magi Spells**

### **0 – Level Spells: Cantrips**

#### **Arcane Mark**

Range: touch

Effect: inscribes a permanent personal rune (visible or invisible).

Duration: permanent

#### **Detect Magic**

Range: 60 ft

Effect: detects spells and magic items.

Duration: 1 min./level or until concentration ends.

#### **Ghost Sound**

Range: 25 ft. + 5 ft./2 levels

Effect: illusionary sounds.

Duration: 1 round/level

#### **Light**

Range: touch

Effect: object shines like a torch (about 20 ft. of full light and 20 extra dim ft. of light)

Duration: 10 min./level

#### **Mage Hand**

Range: 25 ft. + 5 ft./2 levels

Effect: 5-pound telekinesis.

Duration: lasts until concentration ends.

#### **Prestidigitation**

Range: 10 ft.

Effects: can perform minor business tricks for the duration of the spell.

Duration: 1 hour

### **Read Magic**

Range: caster

Effects: read scrolls and spell books

Duration: 10 min./level.

## **1st – Level Spells**

### **Feather Fall**

Range: 25 ft. + 5 ft./2 levels

Effects: objects or creatures fall slowly

Duration: 1 round/level or until landing

### **Floating Disk**

Range: 25 ft. + 5 ft./2 levels

Effect: creates 3-ft.-diameter horizontal disk that holds 100 lb./level.

Duration: lasts for 1 hour/level.

### **Mage Armor**

Range: touch

Effects: gives subject +4 armor bonus.

Duration: 1 hour/level.

### **Magic Missile**

Range: 100 ft. + 10 ft./level

Effects: 1d4+1 damage; +1 missile per two levels above 1st (max 5). No saves or attack rolls required.

### **Shocking Grasp**

Range: touch Attack (+3 if opponent wearing conductive armor)

Effects: touch delivers 1d6/ level electricity damage (max 5d6).

### **Sleep**

Range: 100 ft. + 10 ft./level, 10 ft radius.

Effects: puts 4 HD of creatures into magical slumber.

Duration: 1 min./level.

Saving Throw: mentally negate the compulsion.

## 2<sup>nd</sup> – Level Spells

### **Acid Arrow**

Range: touch attack, 400 ft. + 40 ft./level

Effects: 2d4 damage

Duration: 1 round +1 round/three levels.

### **Flaming Sphere**

Range: 100 ft. + 10 ft./level

Effects: creates 5 ft. rolling ball of fire that the average person running could avoid, deals 2d6 damage upon touch.

Duration: lasts 1 round/level.

Saving Throw: level + DEX to move out of the spheres way.

### **Invisibility**

Range: touch

Effects: subject is invisible, but attacking drops invisibility

Duration: 1 min./ level or until it attacks.

### **Knock**

Range: 100 ft. + 10 ft./level

Effects: opens locked or magically sealed locks.

### **Levitate**

Range: 25 ft. + 5 ft./2 levels

Effects: subject moves up and down at your direction at a slow walking pace.

Duration: 1 min./level.

### **Spider Climb**

Range: touch

Effects: grants ability to walk on walls and ceilings at a slow walking pace.

Duration: 10 min./level

## 3<sup>rd</sup> – Level Spells

### **Clairaudience/Clairvoyance**

Range: 400 ft. + 40 ft./level

Effects: hear or see a known place at a distance. The more familiar you are the more clear the scene appears. You are unaware of your surrounding during the process.

Duration: 1 min./level, or until concentration ends.

### **Dispel Magic**

Range: 100 ft. + 10 ft./level, 20 ft. radius.

Effects: cancels magical spells and effects. Make a magic attack roll, with the DC being equal to 11 + target spell level

### **Fireball**

Range: 400 ft. + 40 ft./level, 20 ft. radius

Effects: 1d6 damage per level

Saving Throw: the spell can be dodged to avoid half the explosions damage.

### **Fly**

Range: touch

Effects: subject flies at speed of 60 ft.

Duration: 1 min./level

### **Lightning Bolt**

Range: 120 ft

Effects: electricity deals 1d6/level damage.

Saving Throw: targets can try to dodge out of the way for half damage.

### **Vampiric Touch**

Range: touch attack

Effects: deals 1d6/two levels damage; caster gains damage as hp which last for 1 hour.

## **4<sup>th</sup> – Level Spells**

### **Animate Dead**

Range: touch

Effects: creates level X2 HD of undead skeletons or zombies. You can control only 4 HD worth of undead creatures per caster level.

### **Arcane Eye**

Range: sight (unlimited distance after casting)

Effects: invisible floating eye moves 30 ft./round and relays visual information to caster. Can only be moved or seen through while the caster fully concentrates.

Duration: 1 min./level.

### **Black Tentacles**

Range: 100 ft. + 10 ft./level

Effects: tentacles grapple all within 20 ft. area. Targets take 1d6+4 crushing damage each turn.

Duration: 1 round/level.

Saving Throw: each round Target Melee Attack vs Casters magic attack to escape.

### **Dimension Door**

Range: 400 ft. + 40 ft./level

Effects: you and one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels.

### **Polymorph**

Range: touch

Effects: you change the willing subject into another form of living creature. The assumed form can't have more Hit Dice than your caster level (or the subject's HD, whichever is lower), to a maximum of 15 HD at 15th level.

Duration: 1 min./level

### **Stoneskin**

Range: touch

Ignore 10 points of damage per attack.

Duration: 10 min./level or until discharged.

## **5<sup>th</sup> – Level Spells**

### **Cloudkill**

Range: 100 ft. + 10 ft./level

Effects: cloud spreads in 20-ft. radius, 20 ft. high that drifts in the wind. Kills anything with less than 5 HD, stronger creatures may be poisoned. Otherwise, it is obscures like a thick fog.

Duration: 1 min./level

Saving Throw: targets of more than 5 HD make a STR + Level saving throw. If they fail they take 1d4 STR damage directly per turn in the cloud.

### **Contact Other Plane**

Range: personal

Effects: ask yes/no question of other planar entity, 1 question/caster level. Chance of correct answer 5%/caster level, maximum 95%.

Duration: concentration trance

### **Feeblemind**

Range: 100 ft. + 10 ft./level

Effects: subject's MIND score drops to 1.

Duration: until dispelled

Saving Throw: MIND + level negates

### **Passwall**

Range: touch

Effects: 5 ft. by 8 ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels

Duration: 1 hour/level

### **Permanency**

Range: equals the spell being made permanent

Effects: this spell makes the effect of another spell permanent -- unless a Magic-user of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. GM discretion required: many spells should not be subject to being made permanent.

### **Teleport**

Range: self, 100 miles/level

Effects: instantly transports you to a location you know exactly.

## **6<sup>th</sup> – Level Spells**

### **Antimagic Field**

Range: 10 ft area around caster

Effects: negates magic within field

Duration: 10 min./ level

### **Chain Lightning**

Range: 400 ft. + 40 ft./level

Effects: 1d6/level damage; 1 secondary bolt/level each deals half damage to target(s) within 30ft.

Saving Throw: targets can try to dodge out of the way for half damage.

### **Contingency**

Range: personal

Effects: Sets trigger condition for another spell.

Duration: 1 day/level or until discharged.

### **Cure Moderate Wounds, Mass**

Range: 25 ft. + 5 ft./2 levels, 1 target per 2 levels

Effects: Cures 2d8 damage +1/ level

### **Disintegrate**

Range: 100 ft. + 10 ft./level, requires ranged touch attack.

Effects: destroys one creature or object.

Saving Throw: target can make STR + level save to take only 2d6/level damage

### **Geas**

Range: 25 ft. + 5ft./level

Effects: commands any creature, binding it to a special task.

Duration: 1 day/level or until discharged

Saving Throw: Mind + level to negate

### **True Seeing**

Range: touch

Effects: lets you see all things as they really are

Duration: 1 min./level.

## **7<sup>th</sup> – Level Spells**

### **Delayed Blast Fireball**

Range: 400 ft. + 40 ft./level, 20 ft. radius

Effects: 1d6 damage per level

Duration: postpone spell for 5 rounds, or until dismissed

Saving Throw: the spell can be dodged to avoid half the explosions damage.

### **Ethereal Jaunt**

Range: personal

Effects: you become ethereal until the end of the spell. Ethereal beings are invisible and can pass through solid objects, but force energy effects still affect them.

Duration: 1 round/level

### **Finger of Death**

Range: 25 ft. + 5 ft./2 levels

Effects: kills one subject.

Saving Throw: STR + level to avoid death and take only 3d6 + 1/level damage.

### **Plane Shift**

Range: touch

Effects: as many as eight subjects travel to another plane.

### **Power Word Blind**

Range: 25 ft. + 5 ft./2 level

Effects: blinds creature with 200 hp

Duration: 1d4+1 minutes (permanent if creature has less than 50 hp)

### **Spell Turning**

Range: personal

Effects: reflect 1d4+6 spell levels back at caster. If the roll does not exceed the spell level then the total rolled is added as a bonus against the spells DC.

Duration: 10 min./level or until expended.

## **8<sup>th</sup> – Level Spells**

### **Clone**

Range: touch

Effects: over 2d4 months a duplicate is grown that awakens when original dies.

### **Horrid Wilting**

Range: personal 30 ft. Radius

Effects: deals 1d6/ level damage to everyone within the radius

### **Incendiary Cloud**

Range: 100 ft. + 10 ft./level, cloud spreads in 20-ft. radius, 20 ft. high

Effects: 4d6 points of fire damage. Drifts 10ft per round with the wind. Full concentration allows the caster to move the cloud 60ft per round in any desired direction.

Duration: 1 round/level

Saving Throw: targets caught in the cloud can try to dodge the cloud taking only half damage.

### **Irresistible Dance**

Range: touch

Effects: forces subject to dance for 1d4+1 rounds. The effect imposes a -4 penalty to Armor Class and a -10 penalty.

Duration: 1d4+1 rounds

### **Power Word Stun**

Range: 25 ft. + 5 ft./2 levels

Effects: stuns characters with HP equal or below 150.

Duration: character's under 50 HP stunned for 4d4 rounds otherwise 2d4 rounds.

### **Trap the Soul**

Range: 25 ft. + 5 ft./2 levels

Effects: trap the soul of a being in a gem.

Duration: permanent

Saving Throw: MIND + level to resist

## **9<sup>th</sup> – Level Spells**

### **Astral Projection**

Range: personal plus 1 touched target/2 levels

Effects: you and willing targets enter a comatose state and project your spirit forms to another plane. If you discharge the spell and your allies are not with you in astral form you abandon them in that state.

Duration: until disenchanting.

### **Etherealness**

Range: personal

Effects: you become ethereal until the end of the spell. Ethereal beings are invisible and can pass through solid objects, but force energy effects still affect them.

Duration: 1 minute/level

### **Gate**

Range: 100 ft. + 10 ft./level

Effect: Connects two planes for travel or summoning

Duration: concentration for up to 1 round/level

### **Meteor Swarm**

Range: 400 ft. + 40 ft./level, 40-ft.-radius spreads per sphere

Effects: four exploding spheres each deal 6d6 fire damage.

Saving Throw: victims can try to dodge out of the way to reduce damage by half.

### **Power Word Kill**

Range: 25 ft. + 5 ft./2 levels

Effects: kills one creature with 100 hp or less.

### **Soul Bind**

Range: 25 ft. + 5 ft./2 levels

Effects: traps newly dead soul to prevent resurrection.

## Hazards

### Natural Hazards

#### Extreme Heat & Cold

If not wearing suitable protection, a character must make a Phys+STR check once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

#### Falling Damage

A falling character takes 1d6 hp of damage per 10 feet fallen. If the character makes a successful Phys+DEX roll, he takes only half damage. The DC for the phys+DEX roll is equal to the depth fallen in feet.

In the event that the fall ends in an area laden with spikes or jagged rocks, add +1 hp of damage to falling damage per 10' fallen (with a maximum of +10 hp).

#### Electricity Damage

Jolt	1d4
Low Voltage	2d6
Medium Voltage	4d6
High Voltage	8d6

### Disease

Diseases are fantastically interesting, and incredibly unique across the spectrum. Preferably a single unified system shouldn't exist, and each disease will get addressed individually as needed. For simplicity sake a handful of generic disease have been given below for quick use.

- Name
- Type lists the disease's method of delivery (contact, inhaled, or injury).
- DC lists the phys + STR check DC needed to prevent infection.
- Incubation lists the time before damage begins.
- Effects lists the ability damage the character takes after incubation and each day afterward.

#### Cackle Fever

Type: Inhaled

DC: 16

Incubation: 1 day

Effects: -1d6 MIND.

### **Filth Fever**

Type: Injury

DC: 12

Incubation: 1d3 days

Effects: –1d3 DEX and 1d3 STR.

### **Mind rake**

Type: Inhaled

DC: 12

Incubation: 1 day

Effects: –1d4 MIND.

### **Red Ache**

Type: Injury

DC: 15

Incubation: 1d3 days

Effects: –1d6 STR.

### **Shakes**

Type: Contact

DC: 13

Incubation: 1 day

Effects: –1d8 DEX.

## Traps

Whether inside a dungeon or a nobleman's manor house, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind, as many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures. Several typical traps of varying Encounter Levels are summarized below.

The entries for traps include the following information:

- Name
- Effect shows the traps attack bonus or type of effect.
- Attack: some traps launch projectiles or other direct action against the PCs. This value represents an attack value that is rolled against the victims AC.
- Save DC lists the phys+DEX check DC needed to either avoid the trap entirely, or to take only 1/2 the listed damage (if this is possible).
- Search DC lists the DC for a know+MIND check necessary to find the trap without triggering it.
- Disable DC lists the DC for the sub+DEX check necessary to disarm the trap safely.

### EL1 Traps

#### **Basic Arrow Trap**

Attack: +10 (1d6, arrow)

Search: know + MIND DC 20

Disable: sub + DEX DC 20.

#### **Camouflaged Pit Trap**

Effect: 10 ft. deep (1d6, fall)

Saving Throw: DC 15 to avoid

Search: DC 24

Disable: DC 20.

#### **Poison Dart Trap**

Attack: +8 (1d4 plus poison, dart)

Search: DC 20

Disable: DC 18.

## EL2 Traps

### **Burning Hands Trap**

Effect: (1d4, fire)

Saving Throw: DC 11 for 1/2 damage

Search: DC 26

Disable: DC 26.

### **Large Net Trap**

Attack: +5 (—)

Saving Throw: DC 14 to avoid

Search: DC 20

Disable: DC 25.

### **Pit Trap**

Effect: 40 ft. deep (4d6, fall)

Save: DC 20 to avoid

Search: DC 20

Disable: DC 20.

## EL3 Traps

### **Fire Trap**

Effect: (1d4+3, fire)

Saving Throw: DC 13 for 1/2 damage

Search: DC 27

Disable: DC 27.

### **Pit Trap**

Effect: 60 ft. deep (6d6, fall)

Saving Throw: DC 20 to avoid

Search: DC 20

Disable: DC 20.

### **Poisoned Arrow Trap**

Attack: +12 (1d8 plus poison, arrow)

Search: DC 19

Disable: DC 15.

### **EL4 Traps**

#### **Lightning Bolt Trap**

Effect: (5d6, electricity)

Saving Throw: DC 14 for 1/2 damage

Search: DC 28

Disable: DC 28.

#### **Spiked Pit Trap**

Effect: 60 ft. deep (6d6, fall)

Attack: +10 (1d4 each, 1d4 spikes)

Saving Throw: DC 20 to avoid

Search: DC 20

Disable: DC 20.

#### **Wall Scythe Trap**

Attack: +20 (2d4+8, scythe)

Search: DC 21

Disable: DC 18.

### **EL5 Traps**

#### **Falling Block Trap**

Attack: +15 (6d6, slam)

Search: DC 25

Disable: DC 17

### **Fireball Trap**

Effect: (1d4+7, fire)

Saving Throw: DC 16 for 1/2 damage

Search: DC 29

Disable: DC 29

### **Poisoned Wall Spikes**

Attack: +16 (1d8+4 plus poison, spikes)

Search: DC 17

Disable: DC 21

### [EL6 Traps](#)

### **Compacting Room Trap**

Effects: walls move together (12d6, crush per turn)

Search: DC 20

Disable: DC 22

### **Lightning Bolt Trap**

Effects: spell effect (10d6, electricity)

Saving Throw: DC 14 for 1/2 damage

Search: DC 28

Disable: DC 28

### **Spiked Pit Trap**

Effects: 100 ft. deep (10d6, fall)

Attack: +10 (1d4+5 each, 1d4 spikes)

Saving Throw: DC 20 to avoid

Search: DC 20

Disable: DC 20.

## EL7 Traps

### **Black Tentacles Trap**

Effects: tentacles grapple all within 20 ft. area. Targets take 1d6+4 crushing damage each turn.

Saving Throw: each round Target Melee Attack vs DC 20

Search: DC 29

Disable: DC 29.

### **Chain Lightning Trap**

Effects: 11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity

Saving Throw: DC 19 for 1/2 damage

Search: DC 31

Disable DC 31

### **Well-camouflaged Pit Trap**

Effects: 70 ft. deep (7d6, fall)

Saving Throw: DC 25 to avoid

Search: DC 27

Disable: DC 18.

## EL8 Traps

### **Destruction Trap**

Effects: 10d6 damage

Saving Throw: DC 20 (STR + PHYS)

Search: DC 32

Disable: DC 32.

### **Power Word Stun Trap**

Effects: stun 2d4 rounds

Search: DC 32

Disable: DC 32

### **Well-camouflaged Pit Trap**

Effects: 100 ft. deep (10d6, fall)

Saving Throw: DC 20 to avoid

Search: DC 27

Disable: DC 18

### [EL9 Traps](#)

#### **Dropping Ceiling**

Effects: ceiling moves down (12d6, crush) per turn

Search: DC 20

Disable: DC 16.

#### **Incendiary Cloud Trap**

Effects: spell effect (4d6/ round for 15 rounds, fire)

Saving Throw: DC 22 for 1/2 damage

Search DC 33

Disable DC 33

#### **Wide-mouthed Spiked Pit with Poisoned Spikes**

Effects: 70 ft. deep (7d6, fall)

Attack +10 (1d4+5 plus poison each, 1d4 spikes)

Saving Throw: DC 20 to avoid

Search: DC 20

Disable: DC 20

### [EL10 Traps](#)

#### **Crushing Room**

Effects: walls move together (16d6, crush per turn)

Search: DC 22

Disable: DC 20

## **Crushing Wall Trap**

Attack: automatic (18d6, crush per turn)

Search: DC 20

Disable: DC 25.

## **Energy Drain Trap**

Effects: 2d4 negative levels for 24 hours

Saving Throw: DC 23 to avoid

Search: DC 34

Disable: DC 34

## Poison

Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in food or drink, or be poisoned in some other way.

The entries for poisons include the following information:

- Name of the poison: Type, DC, damage, price.
- Type lists the poison's method of delivery (contact, ingested, inhaled, or injury).
- DC lists the phys+STR check DC needed to avoid the poison's damage.
- Effect is expressed as "xdx/xdx." The first number is the initial damage, taken immediately upon failing the phys+STR check against the poison. The second number is the secondary damage, taken one minute after exposure to the poison if a second phys+STR check is failed. Ability damage is temporary unless marked with an asterisk (\*), in which case the loss is permanent. Unconsciousness lasts 1d3 hours.
- Cost lists the cost for one dose of the poison. It can usually only be obtained through less-than-reputable sources, as the possession of poisons are commonly illegal.

Several typical poisons are summarized below.

### **Arsenic**

Type: Ingested

DC: 13

Effect: -1 STR/-1d8 STR

Cost: 120 gp.

### **Blue Whinnis**

Type: Injury

DC: 14

Effect: -1 STR/ unconsciousness

Cost: 120 gp.

### **Burnt Othur Fumes**

Type: Inhaled

DC: 18

Effect: -1 STR\*/-3d6 STR

Cost: 2,100 gp.

### **Deathblade**

Type: Injury

DC: 20

Effect: -1d6 STR/-2d6 STR

Cost: 1,800 gp.

### **Insanity Mist**

Type: Inhaled

DC: 15

Effect: -1d4 MIND/-2d6 MIND

Cost: 1,500 gp.

### **Nitharit**

Type: Contact

DC: 13

Effect: 0/-3d6 STR

Cost: 650 gp.

### **Oil of Taggit**

Type: Ingested

DC: 15

Effect: 0/unconsciousness

Cost: 90 gp

### **Malys Root Paste**

Type: Contact

DC: 16

Effect: -1 DEX/-2d4 DEX

Cost: 500 gp.

### **Monstrous Scorpion (tiny)**

Type: Injury

DC: 12

Effect: -1 STR/-1 STR

Cost: 50 gp

### **Monstrous Scorpion (small)**

Type: Injury

DC: 12

Effect: -1d2 STR/- 1d2 STR

Cost: 100 gp

### **Monstrous Scorpion (large)**

Type: Injury

DC: 14

Effect: -1d4 STR/- 1d4 STR

Cost: 200 gp

### **Monstrous Scorpion (huge)**

Type: Injury

DC: 18

Effect: -1d6 STR/- 1d6 STR

Cost: 400 gp

### **Monstrous Spider (tiny)**

Type: Injury

DC: 10

Effect: -1d2 STR/-1d2 STR

Cost: 85 gp

**Monstrous Spider (small)**

Type: Injury

DC: 10

Effect: -1d3 STR/- 1d3 STR

Cost: 125 gp

**Monstrous Spider (large)**

Type: Injury

DC: 13

Effect: -1d6 STR/-1d6 STR

Cost: 250 gp

**Monstrous Spider (huge)**

Type: Injury

DC: 16

Effect: -1d8 STR/-1d8 STR

Cost: 500 gp

**Sassone Leaf Residue**

Type: Contact

DC: 16

Effect: -2d12 hp/-1d8 STR

Cost: 300 gp

**Sleep Poison**

Type: Injury

DC: 13

Effect: unconsciousness/ unconsciousness for 2d4 hours

Cost: 75 gp

**Snake (medium viper)**

Type: Injury

DC: 11

Effect: -1d6 STR/-1d6 STR

Cost: 120 gp

### **Snake (large viper)**

Type: Injury

DC: 11

Effect: -1d6 STR/-1d6 STR

Cost: 120 gp

### **Snake (huge viper)**

Type: Injury

DC: 14

Effect: -1d6 STR/-1d6 STR

Cost: 250 gp

### **Wyvern**

Type: Injury

DC: 17

Effect: -2d6 STR/-2d6 STR

Cost: 3,000 gp

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